

TEAM YANKEE

SO REAL YOU CAN
SMELL THE SMOKE



TEAM YANKEE

SETTING UP

CDTV

Set up your CDTV in accordance with the manual which comes with your machine. Place your *Team Yankee* disc into a CD Caddy and insert it into the compact disc slot. Now reset your machine (by pressing the **reset** button on the front right of your CDTV). *Team Yankee* will then start to load. If you wish to skip the loading sequence then press the left select button (A) on your remote controller. Once the loading sequence is completed you will be presented with the filing screen. The next chapter explains how to proceed.

CBM Amiga

If you are playing *Team Yankee* in conjunction with an Amiga connected to a peripheral CD player, then set up the hardware as detailed in the CD drive instruction manual. Boot up your system with the normal workbench disk and then insert the *Team Yankee* CD into the CD player. Double click on the CD icon (CD0), and then double click on the *Team Yankee* program icon. The game will now load.

CONTROLS

Team Yankee should be played in conjunction with your remote controller, if you are using CDTV, or a mouse if using an Amiga. The game is controlled via a screen pointer which can be moved by your controller or mouse. To activate any icon on the screen, place the pointer over the icon and press the left select button (A) on your controller or mouse. Most of the following button presses are shortcuts which are a quick way to perform certain actions referred to later in this manual. If you are using a keyboard then pressing either the key or the function key with the same number will produce the same result.



Team Yankee Pointer

KEY SHORTCUTS

1	Choose Platoon 1	7	Select map view for chosen platoon
2	Choose Platoon 2	8	Select 3D view for chosen platoon
3	Choose Platoon 3	9	Select status view for chosen platoon
4	Choose Platoon 4	0	Toggle between view options
ESC	Toggle between 'Quadrant' & 'Full-Screen' views		

On all requester boxes that appear, ENTER will select the highlighted option and ESC will cancel.

On any view which can be made to scroll (e.g. a map) or rotate (e.g. a 3D view) in the game you may press the right select button (B) on your controller or mouse while the pointer is over that view. The screen will then scroll or rotate at a rate relative to the distance of the pointer from the centre of the screen. The further the pointer from the centre, the faster the movement.

THE START-UP SCREEN



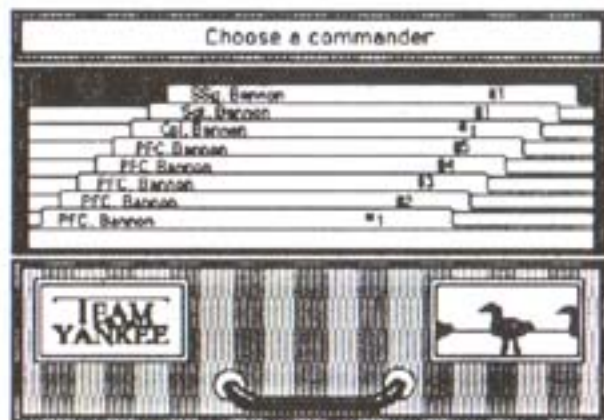
Credit Icon



Practice Game Icon

The first screen of the game resembles an open filing cabinet for the simple reason that all of the information about your performance can be accessed from here. The diagram below shows a representation of this screen. On the front of the filing cabinet there are two icons which look like labels. The leftmost icon is the **CREDIT** icon, which provides information on the game's designers. You are also able to choose the desired language for play, by clicking on the language icon at the lower part of the credit window. The rightmost icon is the **PRACTICE** icon, which allows you to play a practice scenario.

There are 8 files available in the filing cabinet, and each can hold information about your exploits. At the top of each file the rank is displayed, and to the right you will see a number which corresponds to a 'chapter' of the game. There are five 'chapters' that can be played. Each chapter can be played at any of the five ranks - the higher your rank the more complex that chapter becomes. Each file allows you to start the game at a different point, with the lowest file in the cabinet starting at the very beginning of the game. We recommend that after you have played the practice scenario you begin at this point. If you complete a chapter successfully then the chapter is incremented by 1, and you go to the next stage of the game. If you complete all the chapters at one rank, then you get promoted to the next rank. This continues up to the rank of Captain. If you succeed in all five chapters at this rank then you have won **Team Yankee**.



The Start-up Screen

If you want to sample the game at higher chapters or ranks then you may choose one of the other files available. *However, note that only the information about the lowest file in the cabinet is saved to your CDTV's permanent memory.* This is done automatically, and the next time you play Team Yankee, the program will remember this information. This means that you can only complete the game in more than one sitting by playing the game from the beginning.

If you wish to start playing the game proper, then you must register yourself as a new player. To do this, locate the pointer over one of the eight file markers and press fire. The relevant file will now spring up from the cabinet, and you will be presented with all of the file contents. The program will automatically append all of your combat records under this name in the filing cabinet.

At the bottom of the file there are three icons. The leftmost icon is the **PLAY** icon which takes you

into the briefing screen for the first scenario. The middle **CANCEL** icon causes the current file to go back into the filing cabinet. The rightmost **RESET** icon causes all of the campaign information under the current filename to be erased, in case you wish to start your campaign over again.

THE BRIEFING SCREEN

The briefing screen, shown in the diagram below, presents all of the information which is available from intelligence for your forthcoming scenario, and also allows you to set up artillery bombardments where applicable. The name of the forthcoming engagement is shown at the top centre of the screen.

In the central part of the screen, to the left, you will see a full map of the battlefield. This displays all of the major features, forests, roads, rivers and villages. It also shows the disposition of your forces for the start of the battle. Each platoon of *Team Yankee* is represented by an American flag.

To the right of the map is a notebook, which details all of the important information which intelligence can provide before the battle. You may flip through this notebook by clicking on the arrows at the bottom or top of each page, where applicable. Beneath the map you will see displayed the battle start time on an LCD display at the bottom of the screen.

At the top of the screen are four icons. The **cross swords** icon will take you into the full battle. This icon can also be activated by pressing **ENTER** on the controller. The **notebook** icon reactivates the notebook if you have previously activated one of the next two icons. This contains your briefing from Company HQ based on all known information before your engagement. The **eye** - or **information** - icon is a special feature which allows you to glean further information from the map. When you are in **information** mode place your pointer over the map, and you will notice that it changes shape into a cursor. If you click at any point you will notice that a flashing box will appear on the map. This box appears at the closest point of special interest relative to your cursor position. The notepad will now display the particular information about this position on the map. The **cannon** icon allows you to set up artillery barrages in advance of the battle. You are not able to access artillery during the battle itself. You will be allowed to create a number of separate barrages of **HE** (High Explosive), **DPICM** (Dual-Purpose Improved Conventional Munitions) and **SMOKE** shells. See artillery overlay below.

By pressing either of the two arrows next to the timer on the overlay you may alter the start time for a particular barrage. Clicking on the red cross stops that barrage from taking place. The location for a particular barrage is shown by a flashing yellow square on the map. This location may be changed by moving the cursor over the map and clicking at the desired position.



Cross Swords Icon



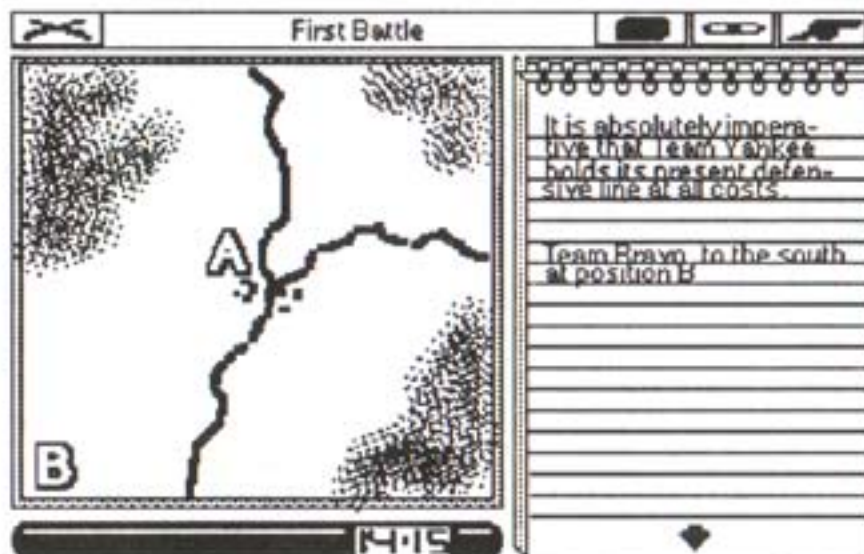
Notebook Icon



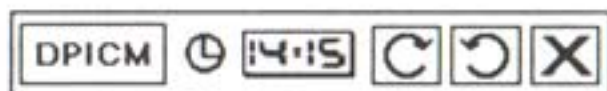
Information Icon



Cannon Icon



The Briefing Screen



The Artillery Overlay

THE GAMEPLAY SCREENS



Quit Game Icon



Pause Icon

Team Yankee is unique, since the game not only allows the player full control over each of the four platoons in the Team, but can display the actions of all four platoons simultaneously! You can display in either "quadrant mode", see diagram, where all four platoons may be controlled at once, or "full-screen mode", where the display homes in on just one platoon. You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon.

Looking at the diagram overleaf:

Just beneath the *Team Yankee* logo there is a white flag, or game QUIT icon, which allows you to exit the battle. To the right is the game PAUSE icon, which allows you to take a break or take your breath



Time Display



Strength Histograms



Rank



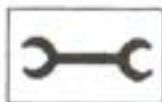
Expand View Icon



Map Icon



3-D View Icon



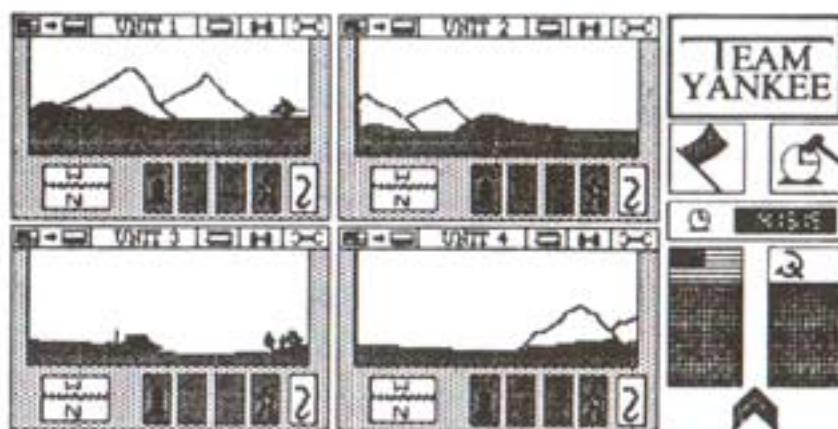
Status Icon



Rotation Icon and
Compass Display

during battle. Underneath you will find the **TIME** display, which gives the time in hours, minutes and seconds on a 24 hour clock. Beneath the clock there are two **STRENGTH** histograms topped by Russian and American flags. These show the relative strengths of the two sides, calculated according to casualty and morale factors. At the bottom of this

column you will see your **RANK** displayed graphically. Along the bottom of the screen there is a single text line which will display any vitally important information.



Quadrant Mode Screen

QUADRANT VIEW

When you first enter the game you will be in "quadrant mode", where the active part of the screen is split up into four sections relating to each of the four platoons of *Team Yankee*. The upper row of icons in each quadrant allow you to alter what is viewed on the screen. The leftmost icon will **EXPAND** the view of that particular platoon to occupy most of the screen - in this "full screen mode" you will be offered extra features - but you will not be able to see all of the action. In the middle the name of the platoon is displayed. To the right there are three icons. The **MAP** icon changes the view to a map quadrant with a plan view of the battlefield. The **3-D VIEW** icon changes the view to a 3-d simulation of the battlefield. The **STATUS** icon changes the view to a status screen. The icon corresponding to the current viewing mode is shaded in yellow. Details of how to access these features using the handheld controller are given in the first section of the manual.

QUADRANT 3-D VIEW

When the view in a quadrant is the 3D display, then underneath you will see the following icons:

Two red arrows which form a rotate icon, allowing the player to rotate the view clockwise or anticlockwise through 360°. This is equivalent to rotating the gun turret - **IT DOES NOT ALLOW YOU TO ALTER THE DIRECTION IN WHICH YOU ARE TRAVELLING**. Between the two rotate arrows lie two compasses: the upper (red) compass shows the direction in which you (i.e. the gun turret) are facing; the lower (green) compass shows the direction in which the vehicle is facing. If you click on the central part of the compass, then your view will rotate towards the direction in which you are travelling. To the right of the compasses are five icons which represent the various types of weaponry



H.E.A.T Icon



SABOT Icon



TOW Icon



Smoke Icon



Machine Gun Icon



Zoom Magnify Icon



Zoom De-Magnify Icon

available to the unit. Clicking on any of these is equivalent to a command to the loader to load a particular shell. When the shell is selected the icon clicks in (like a button) and when it is loaded the icon lights up. Once a weapon is fully loaded, the pointer becomes a set of sights when moved over the 3d display. Clicking at a particular point on the landscape leads to the shell being aimed at that point. The five available weapon types, from left to right, are:

HEAT - a high explosive anti-tank round;

SABOT - an armor-piercing tungsten shell;

TOW - a high-range anti-tank missile, and note in particular that this may only be fired when your vehicle is STATIONARY;

SMOKE - a smoke grenade which allows enemy vision to be obscured;

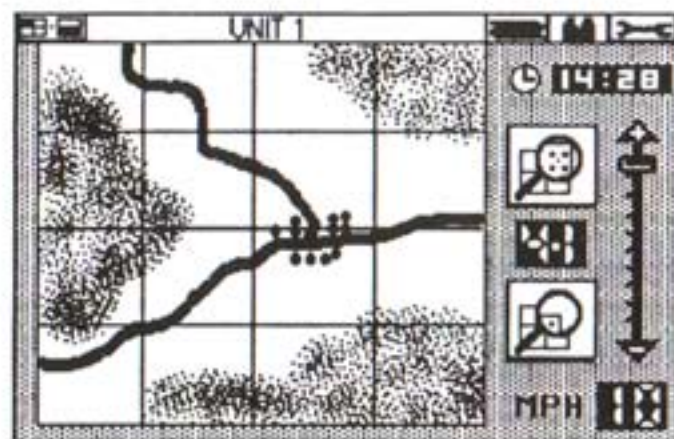
MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds.

Most platoons will not have all weapon types available (for instance, the M1 Tank does not carry TOW missiles). If a weapon is not available then that particular icon will not be displayed. Once the platoon has no more loaded shells of a particular type there will be a delay before it is possible to use them again, according to the re-load times of your weapons.

MAP QUADRANTS

The major capability on the quadrant map screen is to alter the movement and formation of any platoon.

There are two ZOOM icons represented by magnifying glasses. Clicking on the upper zoom icon magnifies the resolution of the map. Clicking on the lower zoom icon demagnifies the map. The full width of the map in miles is displayed as a number between the two zoom icons. You may scroll the map in any direction by locating the pointer over the map and depressing the right select button. The map will then scroll at a speed and direction relative to the position of the cursor from the centre of the map. In order to move your platoon you have to provide information about the destination and the speed of the platoon. Place the pointer over the map, locate the desired location to which you wish to move to, and press fire. A crosshair will be left on the screen which shows the end point of the current movement. Now go to the slider bar and set the desired speed of travel. You may do this either by clicking on the arrows at the top or bottom of the slider bar, to increase or decrease the platoon speed respectively, or by clicking the pointer at the point on the slider you wish the bar to reach. The current



Map Quadrant Screen



Map Width Display



MPH

The Slider Bar



ETA Icon

speed is displayed, in miles per hour, under the bottom arrow of the slider bar. The expected time of arrival, or **ETA**, at the present destination is printed at the top of the right hand side of the map quadrant. Note that only one destination is allowed for any platoon at any time.

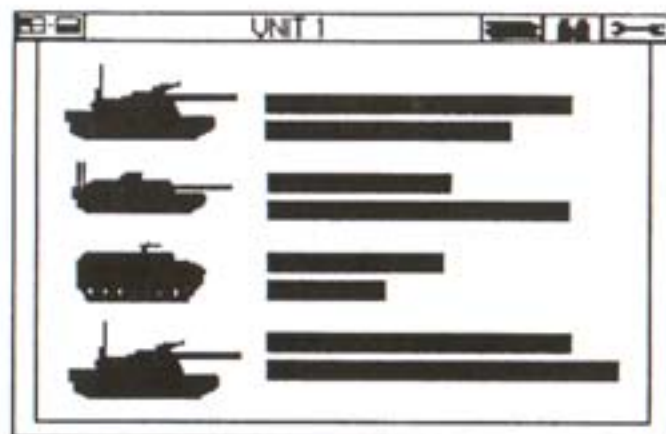
This destination may be altered at any time, irrespective of whether or not the platoon has reached its destination. The maximum speed of any of your vehicles is 50 miles per hour. The maximum speed you may achieve depends on the terrain type across which you are travelling. The fastest terrain type is road, followed by cross country, forest and then river, which is the slowest terrain type. If you wish to travel by the fastest possible means, try to find a suitable road.

STATUS QUADRANT

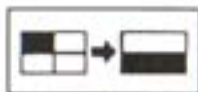
The Status Quadrant is accessed by clicking on the status icon. To the right of each vehicle are two bars. The length of the upper bar represents the morale of the personnel in the vehicle. Morale is improved when the vehicle achieves a hit on a Warsaw Pact tank, and decreases when the platoon is fired at, or when there are losses on the American side.

The lower bar represents the efficiency of the vehicle and its personnel. The efficiency decreases when the vehicle has suffered some damage from opposition fire power.

The values of morale and efficiency affect the ability of your platoon to strike the opposition accurately and swiftly when a command to launch a weapon is raised. If a vehicle is terminally damaged it will turn red on the status screen. That vehicle and any remaining personnel will be left behind when the platoon moves on. War is no place for the faint hearted! If all of the vehicles in a platoon are disabled, that platoon becomes ineffective, and a red status screen will be displayed permanently.



Status Quadrant Screen



Expand View Icon

FULL SCREEN MODE

It is possible to concentrate your view on just one single platoon by clicking on the top left icon of any of the quadrants. This will take you into "full screen mode" for that platoon (see diagram overleaf). The top row of icons in this mode are identical in function to those in quadrant mode. The only difference you will note is that all of the platoons are named, and the current platoon in view is highlighted in yellow. If you click on any platoon name then the screen will change to a full screen view for that platoon.



Full Screen Mode



Engine Smoke Icon



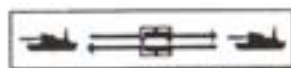
Infra-Red Imaging Icon



Rotation Icon and
Compass Display



Zoom Icon



Laser Range Finder

FULL SCREEN 3-D VIEW

The type of view is identical to the quadrant 3-d view, only it is larger, and there are additional facilities available for use. The control panel underneath the view has the following icons:

Engine smoke. Clicking on this icon causes your platoon to produce engine smoke. This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Infra-red (or thermal) imaging. This system will be vital to see what is happening when it is dark, or when Russian forces are covered by smoke. This feature is very useful for identifying vehicles camouflaged on the edge of forests.

Rotation icon and compass display. These work in the same way as in the quadrant view.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10. You will find the zoom facility essential for spotting vehicles which are over 500m away.

Weapons. These icons work in identical fashion to the quadrant weaponry icons. The only difference is that the number of remaining missiles for each type is displayed underneath each icon.

Laser range finder. Underneath the weapon displays you will find the laser range finder, which lights up red when in use. The range finder will lock on to a reflective target (such as an armored vehicle) if the firing cursor is placed directly over the object. You will know that the system has locked on because the cursor changes shape to a rectangle. Although using the range finder will increase your shooting accuracy, it does not provide a 100% hit rate. Clicking on this icon will toggle range finding on and off.



Scroll Icon



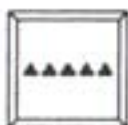
Dead Stop Icon



Wide Formation Icon



Narrow Formation Icon



In-line Formation Icon



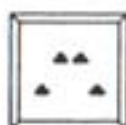
Column Formation Icon



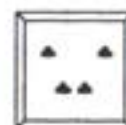
Right Echelon Icon



Left Echelon Icon



Wedge Formation Icon



Vee Formation Icon

FULL SCREEN MAP VIEW

The full screen map for a particular unit has all the capabilities of the quadrant map as mentioned earlier, with some additional features.

The extra icon features to the right of the map are as follows:

Scroll icon. The four arrows underneath the ETA display allow you to scroll your map in any of the four directions. If you click on the region in the centre of the arrows the map will automatically centre on your platoon position.

Dead Stop icon. This red icon, just to the bottom left of the speed slider bar, causes your platoon to come to a dead halt when clicked.

Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres.

Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres. The bottom six icons of the vertical column to the left of the screen allow you to change the formation type of the vehicles in your platoon:

In line - places your vehicles in a line abreast relative to your direction.

Column - places your vehicles in a line ahead relative to your direction.

Echelon right - places your vehicles on a left to right diagonal relative to your direction.

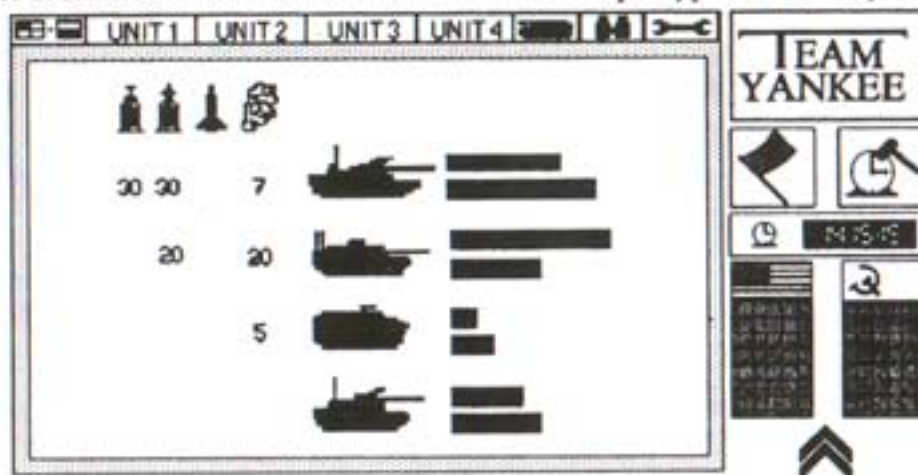
Echelon left - places your vehicles on a right to left diagonal relative to your direction.

Wedge - places your vehicles in a wedge formation.

Vee - places your vehicles in a vee formation.

FULL SCREEN STATUS VIEW

As in the quadrant status view, the morale and efficiency of each vehicle in a platoon is displayed. The extra information provided in full screen view shows the number of each weapon type each one of your vehicles has remaining. All vehicles in Team Tankee are armed with an 'infinite' number of machine gun rounds. Particular damage to any vehicle is displayed in red.



Full Screen Status Mode

THE DE-BRIEFING SCREEN

A scenario in which you are involved may end for a number of reasons. You may have won because you have reached a desired attacking position, held a defensive position for enough time, or destroyed the majority of the opposing forces. You may have lost because you have not gained a desired attacking position, held a defensive position for long enough, or lost too many of the vehicles of *Team Yankee*. The victory criteria alter according to your rank, so your game performance will have to improve as your rank increases. When the end of the scenario has been reached you will be told the outcome in the text line at the bottom of the gameplay screen. You then have the option to click on this line in order to view the **de-briefing screen**, or to quit the game using the **white flag icon**. The reason we have provided this option is for the case when you have **WON** a scenario, but have lost so many vehicles that you would rather retry the scenario again. Remember that if you win a scenario and complete by moving onto the debriefing screen then all of your gameplay information is written to the CDTV's permanent memory only if you are playing from the lowest file in the cabinet. You may review the status of all of your platoons before making your decision. Note that if you have **LOST** the scenario, then you will have to replay the scenario again. If you move to the de-briefing screen, then you will receive a summary of what your campaign has achieved. Once you have noted the comments on this screen then press fire to return to the start-up filing screen.

M-1 Abrams

Main Battle Tank

Crew	4
Weight (tonnes)	54.5
Full Length (cm)	977
Engine Type	Turbine
Road Range (km)	498
Max Speed (km/h)	72.4
Max Speed (off road)	48.3
Front Armour (mm)	380
Main Gun	Smooth
Calibre (mm)	105
Effective Range (m)	2500
Maxrate (round/min)	8
Total Rounds	55
HEAT Rounds	Yes
SABOT Rounds	Yes
TOW Rounds	No

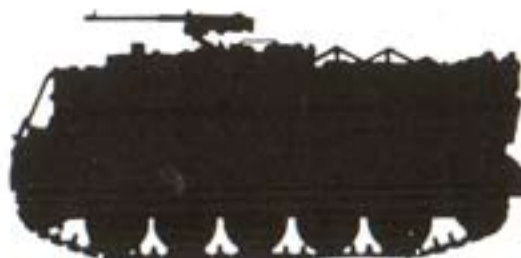
VEHICLE TYPES - TEAM YANKEE



M-113

Armoured Personnel Carrier

Crew (+Squad)	2 (+11)
Weight (tonnes)	11.2
Full Length (cm)	486
Engine Type	Diesel
Road Range (km)	321
Max Speed (km/h)	64.4
Max Speed (water)	5.8
Front Armour (mm)	38
Main Gun	Machine
Calibre (mm)	12.7
Effective Range (m)	500
Maxrate (round/min)	N/A
Total Rounds	1200
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	No



M-2 Bradley Infantry Fighting Vehicle

Crew (+Squad)	3 (+6)
Weight (tonnes)	22.7
Full Length (cm)	645
Engine Type	Diesel
Road Range (km)	483
Max Speed (km/h)	66
Max Speed (off road)	7.2
Front Armour (mm)	60
Main Gun	Cannon
Calibre (mm)	25
Effective Range (m)	1000
Maxrate (round/min)	100
Total Rounds	900
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	2+5



M-901 Improved TOW Vehicle (ITV)

Crew	4
Weight (tonnes)	11.2
Full Length (cm)	486
Engine Type	Diesel
Road Range (km)	321
Max Speed (km/h)	55
Max Speed (off road)	N/A
Front Armour (mm)	38
Main Gun	None
Calibre (mm)	N/R
Effective Range (m)	N/R
Maxrate (round/min)	N/R
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	2+10
Effective TOW Range	4000m

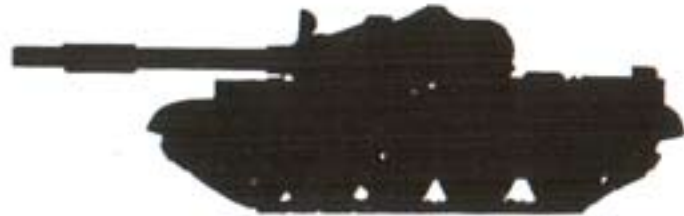


VEHICLE TYPES - WARSAW PACT

T-62

Main Battle Tank

Crew	4
Weight (tonnes)	37.5
Full Length (cm)	933
Engine Type	Diesel
Road Range (km)	450
Max Speed (km/h)	50
Max Speed (off road)	N/A
Front Armour (mm)	200
Main Gun	Smooth
Calibre (mm)	115
Effective Range (m)	1500
Maxrate (round/min)	3-5
Total Rounds	40
HEAT Rounds	Yes
SABOT Rounds	Yes
TOW Rounds	No



T-72

Main Battle Tank

Crew	3
Weight (tonnes)	41
Full Length (cm)	953
Engine Type	Diesel
Road Range (km)	450
Max Speed (km/h)	70
Max Speed (off road)	N/A
Front Armour (mm)	250
Main Gun	Smooth
Calibre (mm)	125
Effective Range (m)	2000
Maxrate (round/min)	6-8
Total Rounds	39
HEAT Rounds	Yes
SABOT Rounds	Yes
TOW Rounds	No



BMP-2

Infantry Fighting Vehicle

Crew (+Squad)	3 (+6)
Weight (tonnes)	14.5
Full Length (cm)	674
Engine Type	Diesel
Road Range (km)	500
Max Speed (km/h)	70
Max Speed (off road)	N/A
Front Armour (mm)	19
Main Gun	Auto-Cannon
Calibre (mm)	30
Effective Range (m)	1000
Maxrate (round/min)	N/A
Total Rounds	40
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	Yes



BTR-60

Armoured Personnel Carrier

Crew (+Squad)	2 (+12)
Weight (tonnes)	10.2
Full Length (cm)	722
Engine Type	Petrol
Road Range (km)	500
Max Speed (km/h)	80
Max Speed (off road)	N/A
Front Armour (mm)	9
Main Gun	Machine
Calibre (mm)	14.5
Effective Range (m)	500
Maxrate (round/min)	N/A
Total Rounds	500
HEAT Rounds	No
SABOT Rounds	No
TOW Rounds	No



HOW TO PLAY TEAM YANKEE

In Team Yankee, we have been scrupulous in our attempts to convey the urgency of modern tank warfare, within the constraints imposed by the computer medium. All of the action in the game is closely based on battles which are described in the book Team Yankee. The best advice on how to play the game is therefore simple - read the book! In order to keep your attention, though, we have made subtle changes to scenarios, so that you will never know exactly what to expect.

When we designed this product we had to make a hard choice between total accuracy of simulation and features which we felt would enhance the gameplay. It may annoy the purist, but when accuracy and gameplay conflicted, the game always won out!

The Training Scenario

The training scenario, accessed by clicking on Practice Game icon, has been designed to give you a clear idea of how to control an individual platoon as well as all of Team Yankee. The scenario is laid out on a circuit which is modelled on a standard tank training range - see diagram right. Your objective is to traverse the road linking points A to B, leaving certain units strategically placed along the way. If you can achieve all of the aims of the training run then you will be very well prepared to go into full battle.



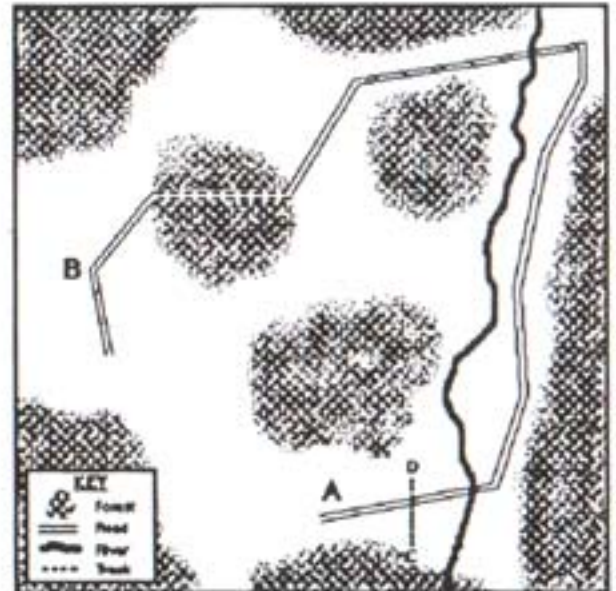
Practice Game Icon

Strategy

Before launching yourself into a scenario it is best to use the briefing information to decide on your strategy for the forthcoming battle. Quite often you will be expected to position your vehicles very quickly at the start of the scenario (particularly if it is a defensive scenario).

Through practise you will learn the strike power of Team Yankee's as well as the Warsaw Pact vehicles.

If you are in a platoon manned by M-1 tanks, you have very little to worry about from a BTR, and you should dispose of them at your leisure, while considering that the threat from a T-72 is rather more potent. Your TOW missiles on your M-2's and ITV's are your most potent weapons in terms of strength and range, but remember that your vehicle must be stationary before they can be fired.



Training Scenario Map

Because you have to control four tank platoons simultaneously in Team Yankee, we have not been strictly accurate in our operation of these wire guided missiles. Instead of leaving you to control and aim the missile over its flight of up to 15 seconds (thus causing you to relinquish your control of everything else that is going on), we have treated the TOW as a normal missile - once launched it will strike the area you have aimed at.

The loading times for all of the missiles are accurately presented and reflect the length of time it takes for a missile to be loaded after the tank commander (you!) has ordered his gunner and loader to set up a target.



Rank Symbol
(Private First Class)



Rank Symbol
(Corporal)



Rank Symbol
(Sergeant)



Rank Symbol
(Staff Sergeant)



Rank Symbol
(Captain)

It is worth remembering that tank battles are often fought at long range, and in particular that a platoon of tanks in the middle of an open plain are 'cannon-fodder' for suitably placed opposition. The tree line of forests provides very adequate protection for tanks. In Team Yankee, you will find that the first 100 metres or so of forest provides you with cover, and yet allows you to look out clearly onto the battlefield. As soon as you fire, however, you will give your opponents a chance to locate you for a certain amount of time. Remember that your opposition will often use the same tactic of hiding within the tree line. Your infra-red sights will often be invaluable to spot vehicles which would otherwise be hidden in the tree line.

The magnify mode on the 3d view is very powerful. Since you should be able to destroy a vehicle which is well over a mile away from you, you will often need to use the magnified sights in order to locate the enemy before they spot you.

The position of known Soviet units will often be marked on the map displays with a flag representing each unit. These flags will be displayed either when the player should have the units in his sights or when there has been information received from intelligence. However, just because a Soviet flag does not appear on the map near to you does not necessarily mean that there are no enemy units nearby. For instance, if a Soviet unit is in a forest or near the tree line of a forest, there will normally be no information presented on the map screens.

Higher Ranks

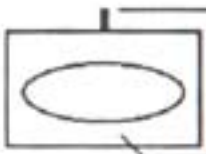
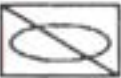
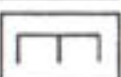
If you start from the lowest file in the cabinet, then the first five scenarios you will complete in Team Yankee will be at the rank of Private (First Class), or PFC. You will have to pass through three more campaigns at three higher ranks - Corporal (Cpl), Sergeant (Sgt), Staff Sergeant (SSg) - before you reach the ultimate rank of Captain (Cpt). The strategy you will have to pursue will be increasingly more subtle as you progress. Your opposition will increase in number and will perform increasingly more ingenious and daring tactics in order to circumvent your victory. On the first rank the Russian manoeuvres will all be to a set formula, which you should be quick to master once you have learned the basics of control and sensible tank warfare tactics. Later on, they may well surprise you, so you will have to look out for all sorts of devious approaches. At the lower levels you will always have your weapons, morale and vehicle damage reasonably restored between scenarios. Later on, you will find that you will have to conserve all of your capabilities in order to provide an effective fighting force in the next scenario.

Some later scenarios will take place at night. In these cases you will find that all of your normal external views are completely dark. The only way to fight will be to use your infra-red views. At first this will seem quite disconcerting, but you will have to learn to cope!

Terrain

There are many different types of terrain over which you can move in *Team Yankee*. You will only be able to achieve your full operating speed while travelling over roads, which are denoted in grey on the map and in your 3d view. Travelling over cross-country reduces your speed and increases the amount of 'pitch' which you will encounter in your 3d view. This will make the engagement of the enemy that much more difficult. Your speeds on the tree line of forests are further reduced, but these regions do provide some camouflage from your opponents. Inside forests you may find hidden tracks which will allow you to make faster progress, although you will find that these are often used by the enemy. It will often be useful to locate these tracks and incorporate them in your strategic plan. Rivers provide the slowest type of terrain over which to cross, and can leave you exposed to enemy fire while you are crossing them.

NATO MILITARY SYMBOLS

					
● ● ●	Platoon				
I	Company	X	Brigade		Armour or Tank
	Team	XX	Division		Mechanised Infantry
	Batalion	XXX	Corps		Armoured Cavalry
	Task Force	XXXX	Army		Artillery, Self Propelled
	Regiment	XXXXXX	Army Group		Engineer
					Infantry, Straight Leg
					Artillery, Towed
					Army Aviation
					Air Defense Artillery
					Bordered Units - Warsaw Pact

WEAPON & ARTILLERY GLOSSARY

DPICM

Short for dual-purpose, improved conventional munitions. This is an artillery round that contains many small submunitions or bomblets that are capable of defeating the thin armour located on top of armoured vehicles as well as being effective against personnel and other "soft" targets.

HEAT

Short for high explosive antitank, a round that depends on a shaped charge explosion to penetrate an armoured vehicle's armour. Because the round contains high explosive, it has a secondary role as an antimaterial round. A typical muzzle velocity might be 1100 metres per second, with a penetration of over 150 mm in reactive armour. It is, however, much more effective against APC's than tanks, for which SABOT or TOW ammunition is more appropriate.

SABOT

SABOT is short for armour-piercing fin-stabilised discarding sabot (APFSDS). The round consists of a small tungsten alloy or depleted uranium penetrator that has a diameter smaller than the diameter of the gun tube. To compensate for this, the penetrator is seated in a boot that is the same diameter as the gun. This boot, called the SABOT, falls away after the round leaves the gun, leaving the penetrator to continue to the target. The SABOT round has a very effective armour penetration out to 2500 metres. More useful against tank armour than a HEAT round.

SMOKE

Smoke is very usefully generated in battle in order to obscure the location of vehicles from the enemy. There are three ways in which smoke can be produced in the battlefield. M-1 tanks and M-2 Bradleys have smoke grenade launchers on the sides of the turret. These can be fired forwards, giving a short-lived smoke-screen. The same vehicles can also produce engine exhaust smoke, which produces a smoke screen from the vehicle's rear, and which will move with the vehicle if it is in motion. Artillery smoke is very useful when called in just before an attack on an enemy position, to obscure you from their view.

TOW

Short for tube-launched, optically-tracked, wire guided antitank guided missile. The TOW is the U.S. Army's current heavy antitank guided missile with a range of nearly 4000 metres. The guidance system provides a high probability of hitting a tank-sized target out to its maximum range. A TOW missile can only be launched from a static vehicle.



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- ★ Scrolling Maps.

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